



**MAKE A ROPE STRETCHER**

EIGHT LOOPS 1m LONG ARE MADE AT 20cm INTERVALS IN THE ROPE STARTING 6m FROM ONE END

**Overhand Knots**

**Lark's Head**

THE TIP OF EACH LOOP IS TURNED BACK ON ITSELF TO FORM A LARK'S HEAD & A ROUND TURN IS MADE THROUGH EACH HEAD

THE REAR MAN USES THE END LOOP AS A SHOULDER HARNESS. THE LEADER PULLS FORWARD & THE REAR MAN RESISTS THE PULL TO KEEP THE STRETCHER TAUT.

**HANKING ROPE for storage**

SHORT ROPES  
LONG & THICK ROPES

**NEST COUNTRY WHIPPING**  
A series of Thumb Knots front and back, end with a Reef Knot

**Simple Whipping**

**ROPE LADDER**

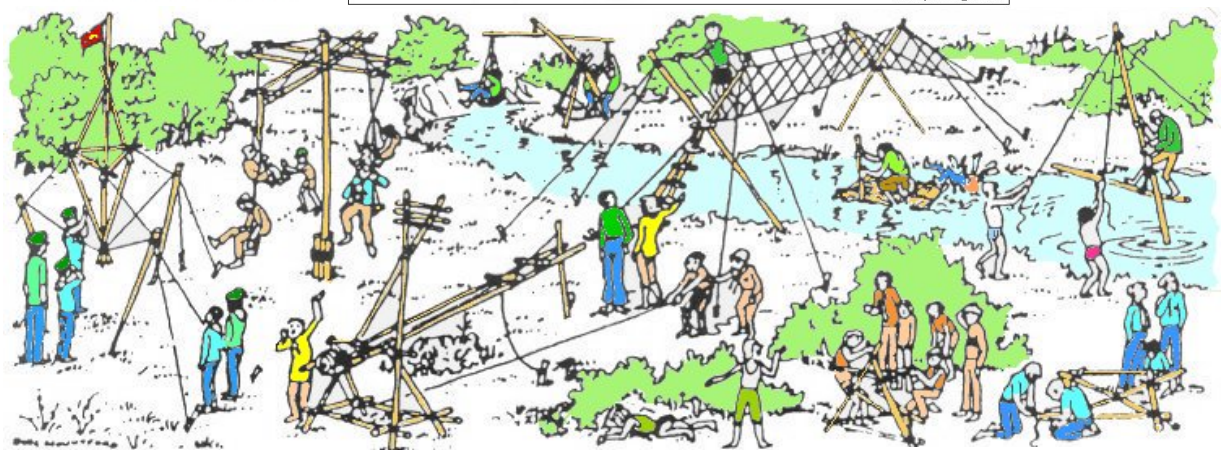
To make, start at the top, making each rung as illustrated above. Tie both ends of the ladder once complete. Made (permanent?) using one or two ropes.

**CEREMONIAL**

**MAKE A TURK'S HEAD WOGGLE**

When making this, do not use leather thong. The leather woggle is worn only with a Gilwell Scarf.

Follow end again  
Sew ends inside after pulling neat



**SQUARE**  
Secure spars crossing at 90°  
Start and end with Clove Hitch

**JAPANESE**  
This method good for almost every lashing. Start with rope folded in half, use both ends to lash. Finish with frapping turns as normal and end with a Reef Knot

**DIAGONAL**  
Secure spars forming X or not in contact. Start with a Timber Hitch, end with a Clove Hitch

**FRAPPING Mallet or MAUL**  
Used for pulling turns tight as the lashing is made or beating the lashing in shape

**ROUND**  
Lashing two parallel spars. Start & end with Clove Hitch. Note the Clove Hitch is done over both spars and that this lashing has no frapping turns

**SHEER**  
Lashing parallel spars. Start and end Clove Hitch

**FIG-OF-EIGHT**  
Lashing spars for a Tripod. Start & end Clove Hitch

**LASHING A BLOCK TO A SPAR**  
Start with a Clove Hitch, then 3x round hook and spar and end with 2 Half Hitches or a Clove Hitch

**LASHINGS**

**SPlicing ROPES**

**BACK SPICE**  
Unlay 6 x circumference. Tie Crown Knot. Work ends in against the rope lay. Cut off ends once complete.

**EYE SPICE**

**SHORT SPICE**  
Joining ropes

**CUT SPICE**  
Loop in middle of a rope

**LONG SPICE**  
If a join is required to pass around a block sheave. Unlay both ropes 7x circumference. Select one strand of each rope that are opposite each other. Twist together out of the way. Unlay one strand of one rope further, replace with corresponding strand of other rope and twist together. Do the same on other side. Then take each pair's strand, pass over strand next to it and under next, cut off.

**DOCKERS SPICE**  
Open the lay of the rope at 'A' and slip end 'B' through to make an eye 'C'. Then slip end 'A' through at 'B'. Both ends to be available. Disadvantage is that the whole rope has to be pulled through a lay. Used to make a temporary eye in a rope.



# Cubs



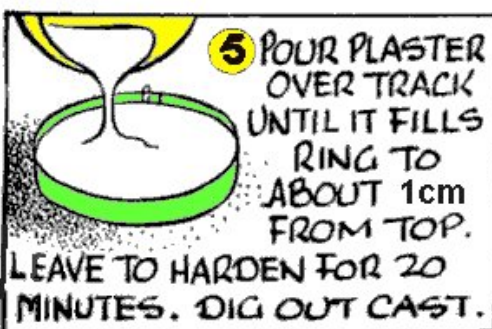
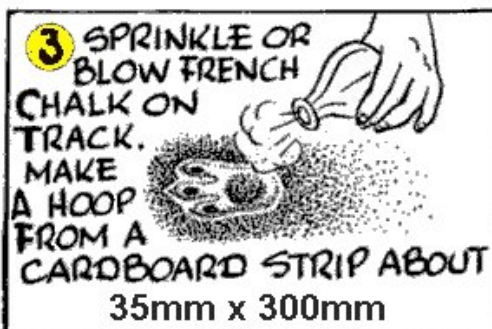
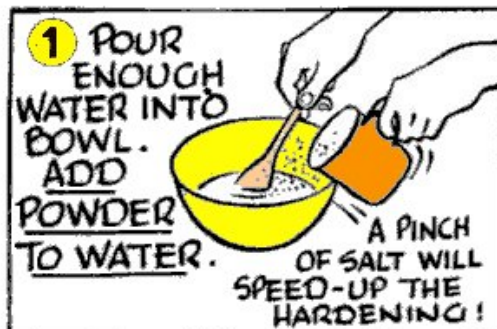
(Sunrise 1 + 3 others hiked through the forest, set up camp and swam)



Making casts from Plaster of Paris of bird and animal tracks, is obviously an outdoor activity. However, practice in the mixing and use of Plaster of Paris can be carried out in the Group hall. Leaves, metal badges and other objects may be used, lightly smear with Vaseline before pouring over the plaster. Putty, plasticine or other modeling clay also gives a good impression. Practice making negative and positive casts of objects, always remembering to keep Vaseline handy to lightly smear and prevent the plaster sticking to your object or the positive / negative cast you are busy producing.

Surround your 'track' with a collar or frame of cardboard or stiff paper. This should be lightly greases on the inside with Vaseline. A good quality dental Plaster of Paris is best, but proves expensive, compared to the standard version obtainable from a hardware store or chemist shop. If you use 'ordinary' Plaster of Paris, add a pinch of salt to make it dry more quickly. Mix your plaster with water to the consistency of thick cream, adding plaster to the water (rather than vice versa) to get an even mixture. Pour your mixture evenly into the impression, starting from one side to avoid air bubbles. When the plaster is almost dry, scratch on the back of the cast the date and any other details. The cast should take about 20 minutes to set properly.

## MAKING A PLASTER CAST





# Scouts

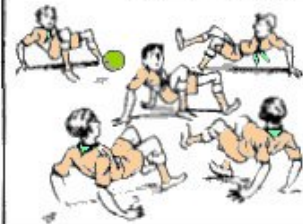
At the Sign of  
the  
**DOUBLE  
STRIPE**



## PLOUGH RACE



## CRAB FOOTBALL



## CANNISTERS / TINS



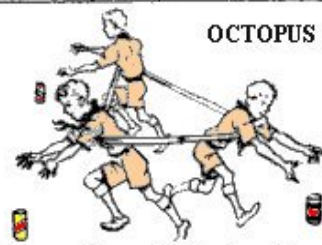
3 Tins in centre, 2 balls on the go. Players shoot tins down. Scout in ring keeps setting them up. When 3 down, swap with player downing 3rd tin.

## SNAKE RACE



Staves loosely Sheer Lashed. Pass 'Snake' while racing.

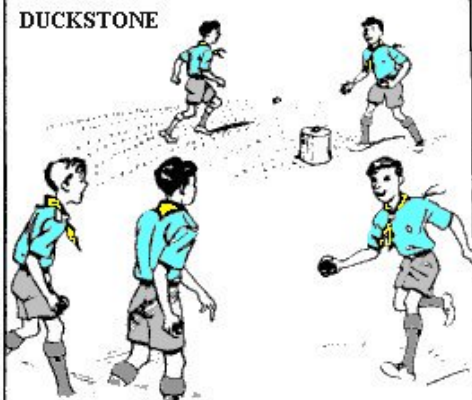
## OCTOPUS



3 Players in partially inflated inner tube, struggle to pick up tins.

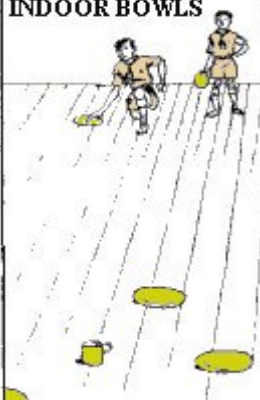
# GAMES FOR THE PATROL MEETING

## DUCKSTONE



One player defends stone, others try to knock his 'Duck' off with their own. Defender relieved when catching a duck in flight or tags a player returning to the baseline after retrieving his own duck.

## INDOOR BOWLS



Use a mug for the 'Tack' and enamel plates for 'Bowls'. Make up rules.

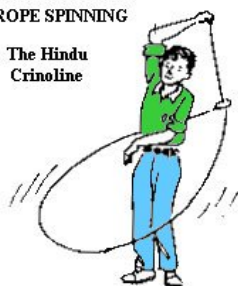
## ORIENTATION



Some oddments placed in circle. Scouts 'observe' for 2 minutes, then one blindfolded into circle and spun round to confuse. By feeling the objects, orientate and head for given feature (door, tree, etc).

## ROPE SPINNING

The Hindu Crinoline



## LEARN A NEW KNOT



The Bowline on a Bight

## OCTOPED RACE



Only one pair of feet may touch the ground

## 50m DASH BY THREE-MAN CHARIOT

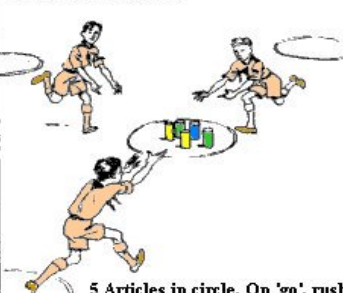


## RADIO-ACTIVE GROUND

You must cross together without letting your feet touch the ground.



## THREE FROM FIVE



5 Articles in circle. On 'go', rush in, retrieve 1, then another. Winner is player with 3 in his own circle.

## ANGEL - RISE



1 - One Scout lies on his back with knees raised. Partner grabs hands and stands on knees.  
2 - Both throw weight forward and try to maintain balance.





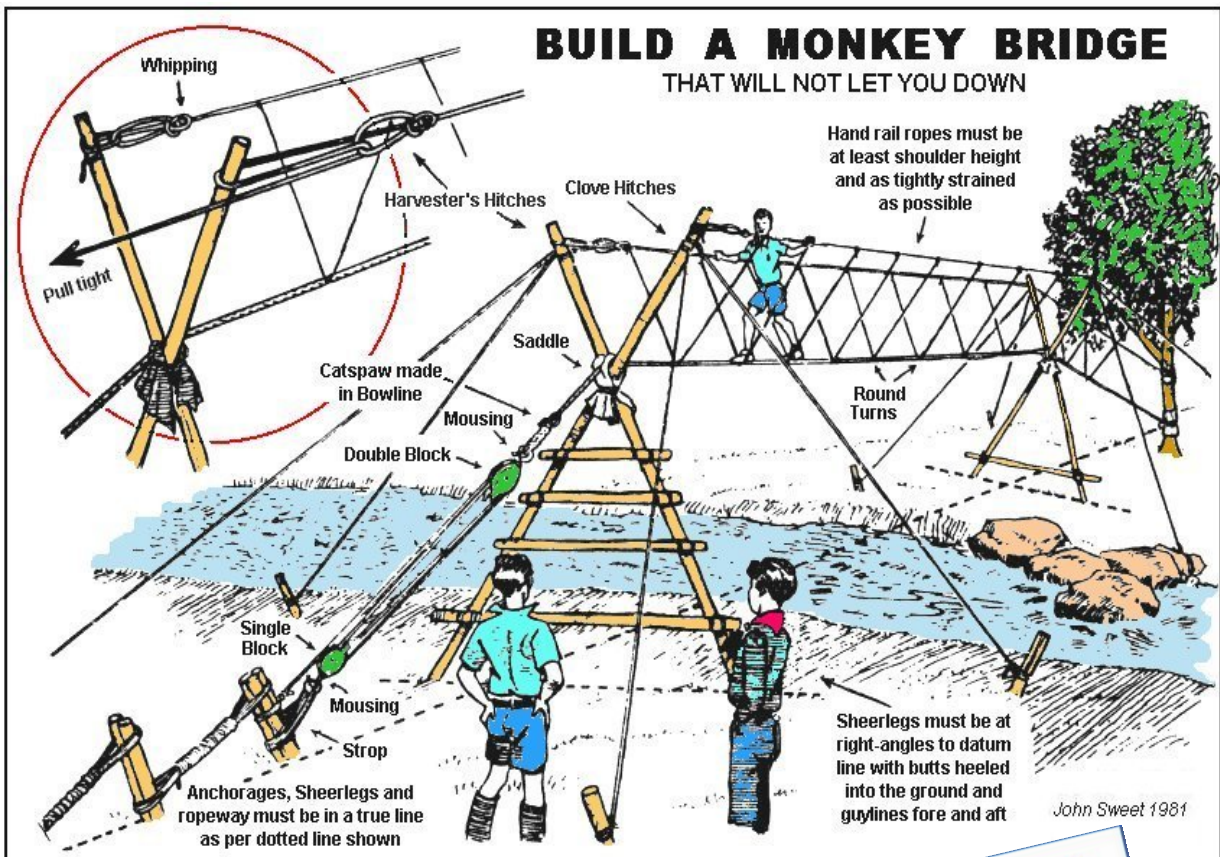


# Rovers

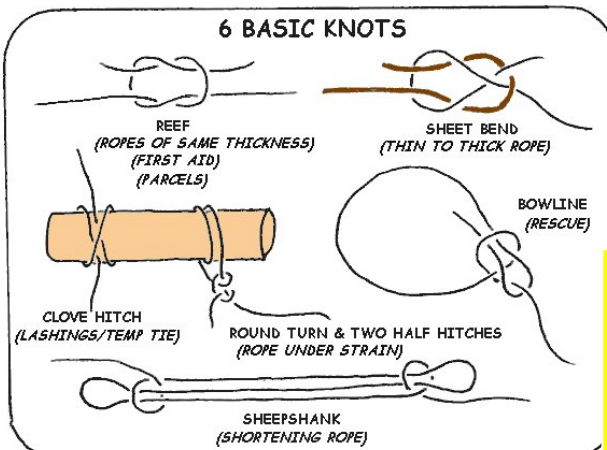


**Why Rovers?** There are many who have given in to believing that Roving is a relic from the past and of no use to Scouting. The truth is that the Scout Movement actually consists of three sections, namely Cubs, Scouts and Rovers (SCaR). The reality of the Scouting currently taking place, is that most Troop Scouters will effectively train a Scout for seven years in order to say good-bye! A large proportion of Scouts who turn 18 (with or without the Top Award) end up walking out the door – thus ending their Scouting career. Rovers are there to absorb all this lost talent. When we finish being a Scout, many of us are either not able or not ready or not willing to shoulder the responsibilities of being a Scouter, BUT don't really want to drop out of Scouting; in fact, often we want to carry on being Scouts, but cannot due to age. A Rover crew is the ideal place for everyone in this situation – we can still do Scouting things, help out occasionally and be a pool of potential Scouters for the future.

**What use are Rovers?** Rovers are essentially a young (18 to 25 years), mobile pool of skill and resources which can be called on by Pack Scouters, Troop Scouters and Commissioners alike. Here are a few examples of the things that Rover Crews can do. •Run occasional Scout meetings. •Run Scout competitions. •Assist at Cub or Scout competitions or camps. •Arrange other activities for Cubs or Scouts or even Guides and Rangers. Remembering that the vast majority of Rovers, either are or were involved in one or more of the Scouting sections and so have plenty of technical know-how, as well as a fresh look on things and probably a lot more time to plan for the occasional event. How about starting your own Group or District Crew? Contact our Commissioner for Rovers Charles Prince via Scout HQ 021-591-6842/3 for assistance.



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**SCaR No 7**  
Hit the streets in November 2007

